AMENDMENTS TO THE SPECIFICATION:

Please replace paragraph [0023] with the following amended paragraph.

[0023] As will be discussed in greater detail below, the mapping of the displayed pixel color map may be accomplished directly, *i.e.*, the value of the color pixel will be mapped to a lookup table having a correspondingly matched instruction. Alternatively, and as will be described in connection with Figures 1 and 2 together, the display map may be mapped to a non-identical offscreen action map. For example, in this discussion, the multicolored pixel color map of Figure 2 will be the map shown on the screen monitor **B**. The two-colored checkerboard map of Figure 1 will be the offscreen action map stored at some location in the memory of the computer. Then, and when the user wishes to map two or more colors to the same action, this may be accomplished using the offscreen action map. Particularly, if in Figure 2 only two actions are to be undertaken, then three of the colors (*e.g.*, **18, 20, 22**) could be mapped to the white colored box of the offscreen map (**12**) and the remaining three colors (**24, 26, 28**) to the black colors of the offscreen map (**14**). It is to be appreciated that this change is done only as an example and other arrangements could be used to accomplish this outcome. For example, if a look-up table were used, multiple colors may be associated with the same instruction.